

OTHER ACTIVITY TOYS FROM Epyx



KEY FEATURES OF EACH GAME:

- Arm G.I. Joe® and Confront the Cobra™ Enemy Forces.
- Choose Your Mission From Up to 60 Trouble Spots on the World Map.
- Face Seven Different Challenges From Your Enemy, Cobra.™
- Nine Military Vehicles to Choose From.
- Joystick Controlled.
- One or Two Players.

- Dress Barbie™ for Her Date With Ken.™ Design and Alter Her Outfits.
- Shop in Five Different Stores.
- Over 1000 Combinations of Outfits, Dresses, Swimwear, Shoes, and Hair Styles.
- Modify with Seven Colors and Six Different Patterns.
- Joystick Controlled.
- One Player.



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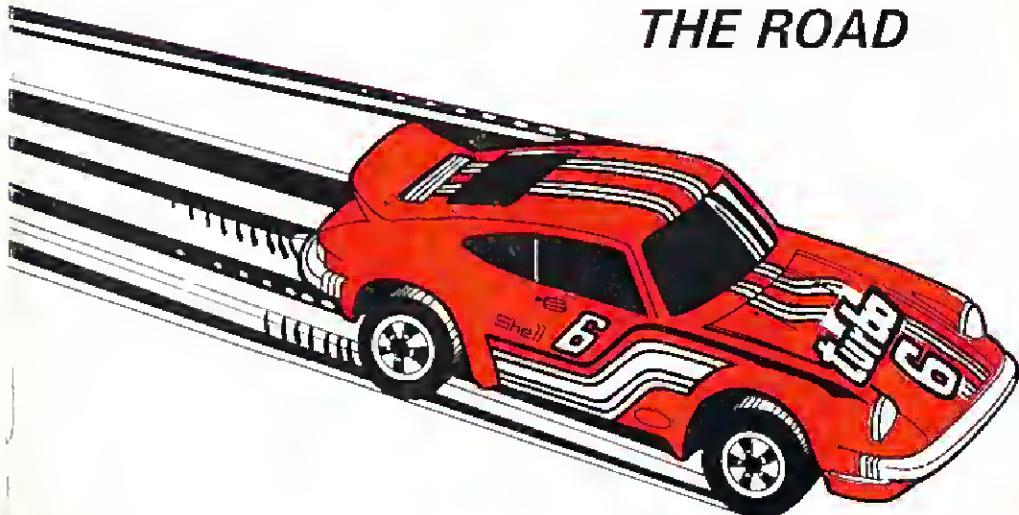
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Epyx
COMPUTER SOFTWARE

Computer Activity Toys™



RULES OF THE ROAD



INSTRUCTION MANUAL

for the Commodore 64/128™

Game Developed by A. Eddy Goldfarb & Associates



RULES OF THE ROAD

"Pick out any car in the Showroom. It's yours. Want more choices? Walk right through the door to the Factory and build yourself a brand new model.

"What's your favorite color? This way to the Paint Shop, to give your new **HOT WHEELS™** vehicle the color of your choice.

"Now drive down the street to the Demolition Derby to find out how well you **REALLY** drive. Have all the fun you want, but don't wreck your car!

"Your car's covered with dust! Better drive to the Car Wash to get cleaned up. There's nothing wrong with this car a little soap and water won't fix.

"Park that shiny clean car in the Parking Garage. There's a space on the second floor.

"The nearest Gas Station's on the other side of town. Drive down the Expressway. When you get off the highway, look for a Tune-Up Shop and an Oil Change Station. The Gas Station's just down the block.

"Look out! There's a house on fire! See the flames at the windows? Quick--drive to the Fire Station and borrow a fire truck. Now get back **FAST** to put it out!

"Whew! Who said this was going to be a quiet little drive?"

OBJECTIVE

Choose your **HOT WHEELS** vehicle from the Showroom, or visit the Factory to custom-build a special car. Paint your car any color.

Test your driving skills against other cars and drivers in the Demolition Derby.

Park in the Parking Garage. Drive through the Car Wash. Drive on the Expressway to another neighborhood, then fill it up with gas, check the tires, and get a Tune-Up or Oil Change.

When you drive by the Fire Station, you can even borrow the fire engine to put out a fire!

GETTING STARTED

- Set up your Commodore 64/128™ as shown in the Owner's Manual.
- Plug your joystick into **PORT#2**. For two players (Demolition Derby only) plug a second joystick into **PORT #1**.
- Turn the computer and disk drive **ON**.
- Insert your **HOT WHEELS** program disk into the disk drive, label facing up, oval cutout pointing toward the back.
- Type **LOAD " ",8,1** and press the **RETURN** key.

Now you're at the left door of the Fire Station. Open the door by pressing the **FIRE** button and pushing the joystick forward. Drive the fire truck out. Close the door by pressing the **FIRE** button and pushing the joystick down.

Drive to the house on fire. Press the **FIRE** button. Your water tanks will appear on the bottom of the screen.

To put out the fire, aim the flashing target at each window where you see flames, and press the **FIRE** button.

Watch the water tanks at the bottom of the screen. See if you can save the building before the water is used up. When the water is all used up, the whole building will burn down!

Drive the fire truck back to the Fire Station and go into the left door. Do the reverse to get your car back.

Drive your car out of the Fire Station.



OIL CHANGE

1. Drive the car into the **Oil Change Station** and stop on the lift platform.
2. To raise the car, push the joystick forward.
3. Walk the mechanic out until he turns around.
4. Walk the mechanic to the right of the car until he turns around.
5. Press the **FIRE** button to start the flow of oil.
6. Watch the dip stick at the bottom of the screen to see how much oil is left in the car.
7. See how much oil is collected in the container at the bottom right corner of the screen.
8. Catch as much oil in your barrel as possible. If you accidentally spill oil on the ground the mechanic will slip.
9. When the oil stops, walk the mechanic to the right of the car until he turns around.
10. Press the **FIRE** button to refill the oil pan until the dip stick shows **MAX**.
11. Walk the mechanic back into the station through the door on the left.
12. To lower the car, pull the joystick back.

CONTINUING PLAY

Once you've explored the town in your **HOT WHEELS** vehicle, you can drive to favorite places on both ends of the Expressway.

It's fun to take it easy and drive just to see the sights, with no particular destination in mind. When you pass a place you want to visit, you can just turn around and go right in!

To begin over at any time, just return to the Showroom.

GAS STATION

Drive the car into the **Gas Station**. Park between the islands and the pumps. Press the **FIRE** button.

Walk Bob, the Gas Station attendant, to the nearest pump. Press the joystick up or press the **FIRE** button to get the gas pump and put it into the gas tank.

Press the **FIRE** button again to start the flow of gasoline. Watch your tank fill up on the gas gauge at the bottom of the screen. To put back the gas pump, push the joystick forward.

To check the pressure of a tire, press the **FIRE** button when the Gas Station attendant is near a tire. Walk the attendant back and through the door. Drive the car out of the Gas Station.

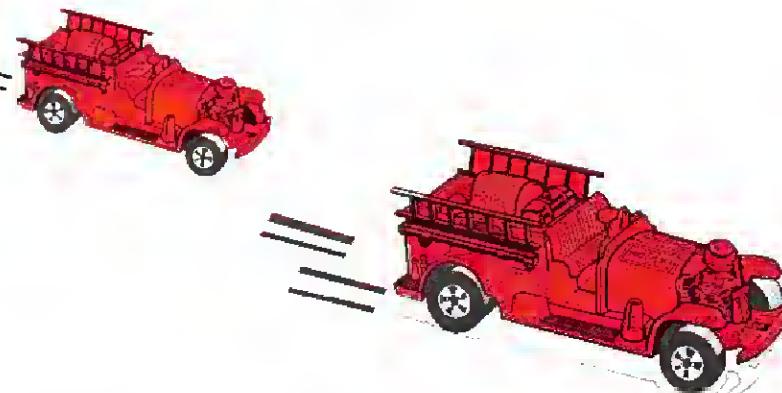
TUNE UP

Drive your **HOT WHEELS** car into the **Tune-Up Station** under the sign that says **CAUTION**. Park on the yellow rack. Press the **FIRE** button.

Match the top wave form to the bottom wave form, under the **CAUTION** sign by moving the joystick up, down, left and right.

When you think you have matched the top and bottom waves, press the **FIRE** button. If you're right, the two lights in the center will be green. If you're wrong one or both lights will be yellow. If you're not close the lights will be red. Repeat this--for each of the four cylinders of your car.

FIRE FIGHTING



1. Drive the car to the right door of the **Fire Station**.
2. Press the **FIRE** button.
3. To open the door, press the **FIRE** button and push the joystick forward at the same time.
4. Drive the car into the Fire Station.
5. To close the door, press the **FIRE** button and pull the joystick back.

FAST LOAD

- Set up your Commodore 64/128™ computer as shown in the owner's manual.
- Insert **FAST LOAD™ CARTRIDGE** into the cartridge slot of your computer.
- Plug your joystick into **PORT #2**. For two players, plug the second joystick into **PORT #1**.
- Turn the computer and the disk drive **ON**.
- Insert your **HOT WHEELS** disk in the disk drive with the label facing up, and the oval cutout pointing towards the back.
- Press the **C=** (Commodore) key and the **RUNSTOP** key at the same time.

STARTING PLAY

While the program is loading, the **HOT WHEELS** title screen and music come on. When the red light on the disk drive goes out, press the **FIRE** button to go to the Showroom.

CHOOSE A CAR AT THE SHOWROOM...

To choose one of the Showroom cars, move the man next to the car you want to drive and press the **FIRE** button.



...OR BUILD A NEW CAR AT THE FACTORY.

To build your own new car, go through the Factory door. Factory cars are made up of three parts--the front end, passenger section, and back end. Combine three different car parts to design your own custom car model.

- To choose any piece on the top rail, move the cursor on top of it and, press the **FIRE** button to take it off the rail. Then move it to your car and press the **FIRE** button to put it on. The sliding scale at the bottom of the screen will help you line up the pieces.
- Use the left and right arrows to move the parts left or right. Keep the cursor on the arrow and the **FIRE** button pressed.
- You can put parts back on the rail before you press the **FIRE** button again.
- To throw away car parts you don't want, put the cursor on the **TRASH** sign, (garbage can in center of panel) then pick out a different piece.
- You must choose a part for the car, then press the **FIRE** button with the cursor on the **DONE** arrow to go to the next section.
- Once you've built your own Factory car, it automatically replaces the car you have chosen or are driving.

THE PAINT SHOP

The next stop for your new **HOT WHEELS** vehicle is the **Paint Shop**. What color do you want to paint your new car?

To choose a new paint color for your car:

- Put the cursor on any paint can, then press the **FIRE** button.
- Now, move the can down to the car, and keep pressing the **FIRE** button.

Your car will be covered with new paint clouds.

The whole car must be covered with new paint before the color can be changed.

To fill the can, move the can back onto the shelf and press the **FIRE** button. To change to another color, just repeat the Paint Shop steps and paint your car a new color.

If you want to keep the color of your car the way it is, just put the cursor on the **DONE** arrow, then press the **FIRE** button. Now you're outside of the showroom, and ready to drive your car on the street.

SOUNDS OF THE ROAD

Real-life sounds add to the fun of driving your **HOT WHEELS** vehicle.

To honk the horn: Press the **FIRE** button on your joystick.

To make the tires squeal: Stop your car suddenly, or change direction fast when you're driving down the street.



DEMOLITION DERBY

How well can you drive? Find out in the **HOT WHEELS** Demolition Derby

- For one player, your joystick, plugged into **PORT # 2**, controls the red car. The other cars in the race are computer cars.
- For two players, the joystick in **PORT # 1** controls the green car. The joystick in **PORT # 2** controls the red car.

Drive to the Demolition Derby entrance. Stop the car under the **PITS** sign, and press the **FIRE** button. The fun begins!

DRIVING TIPS

Try to stay in the middle of the track. Move your joystick in all four directions to keep your car centered.

If you touch the side of the track, your car will be damaged and stop.

Push the **FIRE** button to back up and avoid an accident--or create one!

If you wreck a car, it turns grey.

Demolition Derby is like "bumper cars." How long can you last without wrecking your car? The Demolition Derby ends when you drive out--or when all the cars are grey.

CAR WASH

After driving the Demolition Derby, your car's probably a little dirty! To enter the **Car Wash**, just drive into the left side of the Car Wash until your car stops at an angle. Use the joystick to position your car.

Press the **FIRE** button to start the Car Wash.

Watch your car go through the water, soap, brush, rinse and dry. Look at the red arrow at the bottom of the screen. The light turns from red to green when the car goes through each step. Drive your car out of the Car Wash.

Note: The Fire Engine cannot go through the Car Wash.

PARKING GARAGE

Drive your **HOT WHEELS** car into the **Parking Garage**.

Now drive onto the yellow platform and press the **FIRE** button.

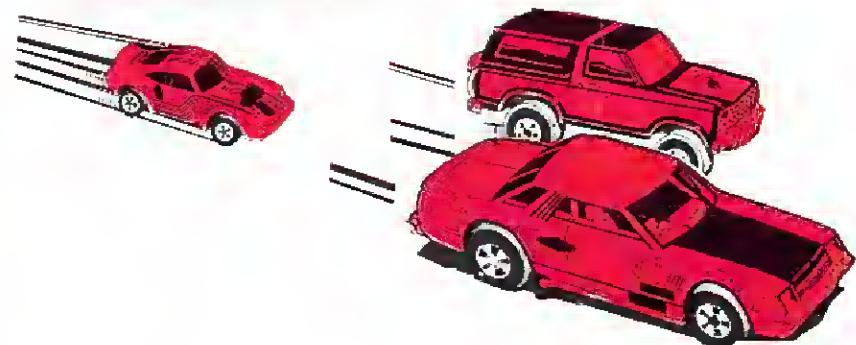
To raise the car to the second level, press the **FIRE** button and push the joystick forward.

You can park your car on the second level and choose a new car. To choose a different car, move the joystick up and down to walk the parking attendant to the car you want. When he is between the white parking space lines in front of the car you want, press the **FIRE** button.

To lower the car to the ground, press the **FIRE** button and push the joystick down. Drive out of the Parking Garage.

Note: The Fire Engine is too big to enter the Parking Garage

EXPRESSWAY



To explore another part of town, just take the **Expressway**. Drive the car up the entrance of the Expressway.

Your car will drive along the Expressway in automatic drive.

Press the **FIRE** button to get off the Expressway after the side of the screen turns from grey to black. When you reach the next neighborhood, (when it finishes loading from the disk) you'll automatically **EXIT** off the Expressway.

The car will be parked next to the entrance.